

20. The computer system of claim 12, wherein the executable program code is stored in an extended BIOS data area in the memory.

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21. ~~20.~~ The computer system of claim 15, wherein the shared memory comprises a send buffer and a receive buffer.

22. ~~21.~~ The computer system of claim 20, wherein the processor is further operative to:

during the predetermined time interval, check the receive buffer for keyboard data sent from a keyboard controller; and

if the receive buffer contains the keyboard data, then store the keyboard data in the computer system.

23. ~~22.~~ A computer-readable medium having computer-executable instructions for performing a method of redirecting video text data in a computer network, comprising:

during a predetermined time interval, checking a video text data memory for changed video text data on a first computer in the computer network; and

sending only the changed video text data from the first computer to a second computer in the computer network.

24. ~~23.~~ The computer-readable medium of claim 22, wherein checking a video text data memory for changed video text data comprises:

(a) during the predetermined time interval, selecting a line of video text data from among a plurality of lines of video text data stored in the video text data memory;

(b) calculating a checksum for the current line of video text data;

(c) comparing the calculated checksum to a previously saved checksum for the current line of video text data;

(d) if the calculated checksum is different than the previously saved checksum for the current line of video text data, then determining that the current line of video text data in the video text data memory has changed;

(e) selecting the next line of video text data in the video text data memory as the current line of video text data; and

(f) repeating the operations (b)-(e) for each of the plurality of lines of video text data stored in the video text data memory.